



For 2 to 4 players, ages 8 and up

HOW TO PLAY

WHAT HAPPENS IN A GAME

You play a wizard racing to create the Elixir of Life. This magical brew can make anyone who drinks it live forever. Three potions form the Elixir. They're called "Parts One, Two, and Three." *The object of the game is to collect all three parts of the Elixir of Life.*

Trouble is, no one knows the Elixir's secret formula when the game begins. To discover it, you must experiment by brewing different ingredients together. The gameboard includes three shops full of ingredients: Special Supplies, the Herbalist, and the Jeweller's. During play, you move around the board, buy ingredients from the shops, and take them back to your lab to brew a potion.

A potion has at least three ingredients: 1 special supply, 1 herb, and 1 or more gems. The result is either part of the Elixir or another potion that can help wizards during play. For example, Speedy Soda lets you move around the board faster.

Beware of the street. Every time you stop there, you meet a mysterious stranger. Some are friendly. But others will try to attack you!

HOW TO WIN

The first player who has all 3 parts of the Elixir of Life at the end of his or her turn wins the game.

GAME PARTS

• The Board

The spaces in the corners are the wizards' *labs*. The parchment in the center of the board is the *Formula Chart*. You'll also find three *shops* (Herbalist, Special Supplies, and Jeweller), plus the Healer's and a Blind Alley. The brick spaces connecting them make up the *street*.

• 36 Potion Cards, including 4 each of

- Elixir Part One
- Elixir Part Two
- Elixir Part Three
- Fluid of Filching
- Liquor of Luck
- Alchemist's Antidote
- Solution of Sweet Talking
- Speedy Soda
- Baneful Brew

- 9 Formula Cards (1 for each potion above)
- 36 Ingredient Cards, including 4 of each herb, special supply, and gem pictured in the shops on the board.
- 12 Stranger Cards (folks you meet on the street)
- 6 Red Potion Counters
- 36 Gold Pieces
- 4 Wizard Cards (large)
- 4 Wizard Cards (small)
- 4 Card Stands (for small wizard cards)
- Pad of 25 Formula Sheets
- 1 Reference Card
- 1 Six-Sided Die

SETTING UP

1. Lay the board on a flat surface with enough room by each player for cards and gold pieces.
2. Choose a wizard for each player—red, yellow, blue, or green.
3. Give each player the large and small cards showing his or her wizard, plus a card stand.
4. Insert the small card for your wizard in the card stand. Then set the wizard in the same-color lab on the board.
5. Set the large card with your wizard's picture in front of you, so everyone can see it. Leave space around the card for things your wizard will carry during play—ingredients, potions, and gold. (See the illustration below.)



Above: How to show what your wizard carries.

6. Give each player a formula sheet, plus a pencil.
7. Give each player 6 gold pieces. (Put the gold below your wizard card.)
8. Place the left-over gold pieces in a pile beside the board to make the "bank."
Three-player game: Remove 6 pieces from the bank and set them aside; you won't use them during play.
Two-player game: Remove 14 pieces from the bank and set them aside.
9. Place the 6 red potion counters near the bank.
10. Shuffle all 9 little Formula cards. Then place 1 card face down in each square on the Formula Chart in the center of the board. (Arrange the cards at random.) Keep the identity of each card secret!

11. Place the Ingredient cards in the shops on the board. (Example: All 4 Diamond cards go in the area marked "Diamond" in the Jeweller's. And all 4 Wing of Bat cards go in the spot marked "Wing of Bat" in Special Supplies.)

Two- or Three-Player Game: Remove 1 Ingredient card from each pile, so only 3 of each kind remains. Set extras aside.

12. Shuffle the 12 Stranger cards and set them face-down in a pile on the board. (Find the area marked "Stranger Cards.")

13. Shuffle the Potion cards and set them in a pile beside the board, face down.

Two- or Three-Player Game: Before you shuffle, remove 1 of each kind of potion from the deck (take 9 cards total).

14. Each player rolls the die. Whoever rolls highest plays first. Play proceeds clockwise from that person.

Tip: For speedier setup in future games, keep cards in order and bind them with rubber bands after play.



LEARNING TO PLAY

If you're a first-time player, look over the game parts after you've set up the game. (Reshuffle the Formula, Potion, and Stranger cards before you actually play.) At least one person should read all the rules before you play.

WHAT HAPPENS IN A TURN

When it's your turn, you may do the following, *in this order*:



1. If your wizard drank a potion in a previous turn, move the red counter down 1 level on the card. (This will be explained later.)



2. Take 1 gold piece from the bank.



3. Move (option).



4. If your wizard is . . .

— in a shop, he can buy ingredients (option).



— in the street, you *must* take a Stranger card.



— in his lab, he can place ingredients on the shelf (option).



5. Brew 1 potion (option).



Drinking Potions: A wizard can drink a potion anytime during his turn—even right after he brews it. He can drink any number of potions in a turn.

Each step is explained below.



GOLD

Each turn a wizard takes 1 gold piece from the bank. He may also spend gold pieces to buy ingredients, or earn them by selling extra ingredients to a friendly stranger on the street.

All gold is withdrawn from or paid to the bank. Wizards never borrow or take gold pieces from each other.

If the bank runs out of gold on your turn, you lose whatever amount is owed. You cannot claim it later if the bank has gold again.

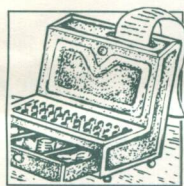


MOVING

Each turn a wizard can move up to 4 spaces. He can also move fewer spaces, or not at all. A *space* is any area defined by black lines. Each area on the brick street counts a space. So do each of the 3 shops, any lab, and the Blind Alley.

A wizard can move in any direction. He can pass through or stop in a space even if other wizards are already in it. If he stops (to buy ingredients, for example), he can't move again until his next turn.

Off Limits: No wizard can enter another wizard's lab. No wizard can enter the Healer's unless a stranger sends him there.



BUYING INGREDIENTS

A wizard who stops in a shop can buy ingredients there. (Prices are listed on the Ingredient cards.) A wizard can buy *any number* of ingredients if he has enough gold.

When buying an ingredient, pay the bank. Take the Ingredient card. Set it face up beside your large wizard card to show your wizard is carrying the ingredient.



SHELVING INGREDIENTS

Each lab space on the board includes a shelf with labels. A wizard who stops in his lab can place any ingredients he's carrying on the shelf. Take the Ingredient cards and arrange them on your wizard's lab shelf. (This can help prevent theft.)

Wizards always carry gold pieces and potions. They can never leave them in the lab.



STRANGERS

If your wizard stops on the street, you *must* draw a Stranger card to find out who he meets. *The Blind Alley space is not part of the street.*

Read the Stranger card *out loud* and follow the instructions it gives. Strangers come in three types:

- Friendly. (Clotilda the Collector, Marco the Merchant, A Fool and His Money, Simeon the Spiv.) These strangers want to buy or sell an ingredient or potion.

- Fiendish. (Phil the Filch, Nifty Norman, Helga the Hag, Fergus the Footpad.) These strangers try to mug, curse, or steal from you. Roll the die. If the result is within the "success" range on the card, the stranger has succeeded. (Do as the card says—your wizard will probably end up at the Healer's.) If the stranger fails, nothing happens.

- For Hire. (Slick Nick, Black Jack, Pete the Pie-Eyed Piper, Kitti the Cat Burglar.) These strangers have a "Hire Cost" written just below their name on the card. You can pay them to attack another wizard. If you pay the "Hire Cost" on their card to the bank immediately, you may keep the Stranger card and play it *anytime* during another player's turn. Keep the Stranger card *face up* in front of you until you're ready to use it. When the stranger attacks, the player who used him must roll the die to see if the attack succeeds.

Discarding: Put all Stranger cards face up at the bottom of the pile after they've appeared (or have been used, if hired). When the last face-down card is drawn, reshuffle the cards and make a new Stranger pile.

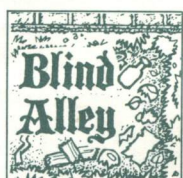
The Pie-Eyed Piper: This stranger's rats destroy all herbs and special supplies in an opponent's lab *except* any that are brewing on the lab table. If the wizard is in the lab, and still carries items, the rats can eat those items, too.



THE HEALER'S

A wizard who is cursed or mugged by a stranger must go immediately to the Healer's. The wizard must pay 3 gold pieces to the bank before moving on a subsequent turn; then he is free to leave.

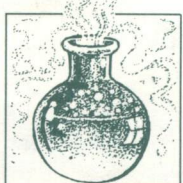
If a wizard can't pay, he can't leave until he has collected enough gold from the bank. (Wizards get 1 gold piece each turn.)



THE BLIND ALLEY

Some strangers try to steal items carried by a wizard. (Fergus the Footpad and Nifty Norman steal ingredients. Phil the Filch takes a potion.) If the stranger succeeds, the items are placed in the Blind Alley space. Any wizard who stops in the Blind Alley can take any *or all* of the items there.

Strangers never appear in the Blind Alley.



BREWING A POTION

Every potion requires at least three ingredients: 1 special supply (animal part), 1 herb (vegetable), and 1 or more gems (mineral). The special supply and the herb determine which potion is made. The gems are for "luck"; they help determine whether the potion is brewed or the ingredients disappear in a puff of smoke!

A wizard can brew 1 potion each turn. Ingredients for a potion must be in his lab, on the shelf. *The wizard can be anywhere on the board*; he can magically "mix" ingredients in his lab from near or afar!

If your wizard is brewing a potion, put the ingredients on the table in his lab. Then roll the die. Add your die roll to the cost of the gem (or gems). Then check the Brew Table to find out what happens.

BREW TABLE

Gem Cost + Die Roll	Result
2	F
3	F
4	RA
5	RA
6 or more	S

Results:

F = Failure. The ingredients disappear in a puff of smoke before the potion is done. Return the Ingredient cards to the shops.

RA = Roll again next turn. The potion is still bubbling; leave the ingredients on the table. You may add more gems to the brew next turn to increase your chance of success.

S = Success. The potion is brewed! Secretly check the Formula Chart on the board to see which potion you've created. Return the Ingredient cards to the shops.

Example: Your wizard is brewing Eye of Newt, Skwair Root, plus a ruby and an emerald (which cost 3 gold pieces total). You roll a "3" on the die. A "3" (your die roll) plus "3" (the gems' cost) equals "6," so the brew is successful!

Do three things when your wizard brews a potion successfully:

1) Check the Formula Chart on the board to discover which potion he made. (Find the herb used and follow this row across until you reach the card below the correct animal part.) Read the Formula card, then replace it on the board, face down. *Don't show anyone else the Formula card!*

2) Write the potion's name in the matching spot on your own formula sheet, and keep the sheet hidden.

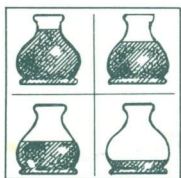
3) Look through the potion deck and take a corresponding Potion card. Place the potion *face down* beside your wizard card to show he's carrying it. If opponents have already taken all the cards for the potion you need, your wizard does not get the potion. (The ingredients still go back to the shops.)

No player may look through the potion deck unless selecting a potion.



DRINKING A POTION

Five potions help the wizard who drinks them. (The cards explain what each potion does.) If a wizard is carrying one of these potions, he can drink it anytime during his turn. He can drink it any turn—including the one in which it was brewed—or not at all. *Wizards can drink more than 1 potion in a turn.*



The bottles on the Potion card show how many turns the potion's effects will last. If your wizard drinks the potion, turn the card face up and put a red counter on the full bottle. At the start of each subsequent turn, move the red counter one bottle to the right (or next lower level). When the counter moves off the card, return the Potion card to the deck.

STRATEGY TIPS

Always use your formula sheet to note which ingredients an opponent brews successfully. You may be able to identify the potion later—when the opponent drinks it, for example.

Make the most of the potions:

- Fluid of Filching lets you take a potion from a wizard in the same space, at random. (You can't take a potion he's already swallowed, though.) If a rival is about to win, Fluid of Filching may help you steal one of his Elixir parts.
- Baneful Brew puts a curse on any wizard who accidentally steals it. It can help protect your Elixir parts from theft.
- If you can put only cheap gems in a brew, Liquor of Luck will help by increasing your die roll. (It also makes the street quite safe.)
- If you're broke and stuck in the Healer's, Alchemist's Antidote increases your bank earnings to 3 gold a turn—you can drink, pay, and go.
- Solution of Sweet Talking lets you take an ingredient from a shop without paying. Drink it at the Jeweller's—you'll find the most valuable items there.
- Speedy Soda lets you move up to 8 spaces each turn. Drink it when you need to make a "whirlwind shopping tour."

If you want to stop an opponent from making a potion, try to buy all of an ingredient he needs. (Then hope no one hires Black Jack, who'll mug you, or the Pie-Eyed Piper, whose rats can eat the ingredients in your lab . . .)

A SHORTER GAME

The average game lasts a full hour. You can shorten the game with this rule: After the board is set up, each player peeks at any single Formula card and records it on his or her formula sheet before play starts. (Wizards don't get the potions—just the formulas.)

Questions? Comments?

Send an SASE to TSR, Inc., ELIXIR™ Game Questions, POB 756, Lake Geneva, WI 53147

